

Designing Engaging Lectures

Handout



Learning Objectives

1. Describe how both the instructor and the student help make academic lectures more engaging and interactive.
2. Describe the components of two complimentary lecture design strategies: *lecture mapping* and *lecture design patterns*.
3. Practice applying the *lecture mapping strategy* to a previously-created lecture.

Engaging and Interactive Lectures

Instructor:

1. Explain
2. Demonstrate
3. Simplify
4. Structured / Plan

Students:

Actively engaged
Accountable
Evidence

Strategies for More Engagement

(1) Lecture
MAPPING

(2) Lecture
DESIGN PATTERNS



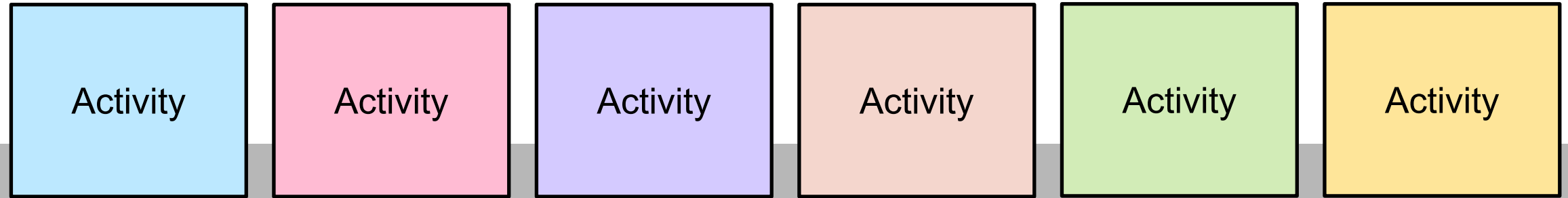
Mindset on Lectures

Consider lectures as a **learning event**.

An event **has a sequence of activities**
that is well-planned and organized.

Lecture Mapping

60 / 90 Minutes



10 Min

10 Min

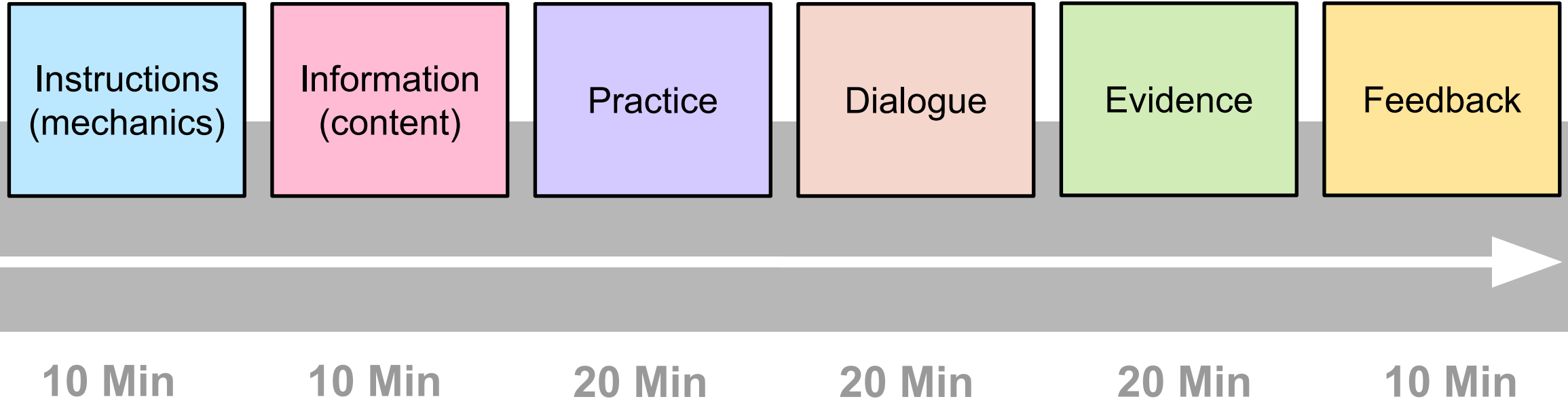
20 Min

20 Min

20 Min

10 Min

Lecture Elements



Lecture Elements

Instructions (mechanics)

- Mechanics
- Housekeeping
- Reminders

Information (content)

- Teacher-led content
- Student-led content
- Textbook
- Articles
- Powerpoint
- Videos
- Video conference

Practice

- Formative Activities

Dialogue

- Discussions with peers (pairs, small group, large class)
- Self-reflection

Evidence

- Summative Activities

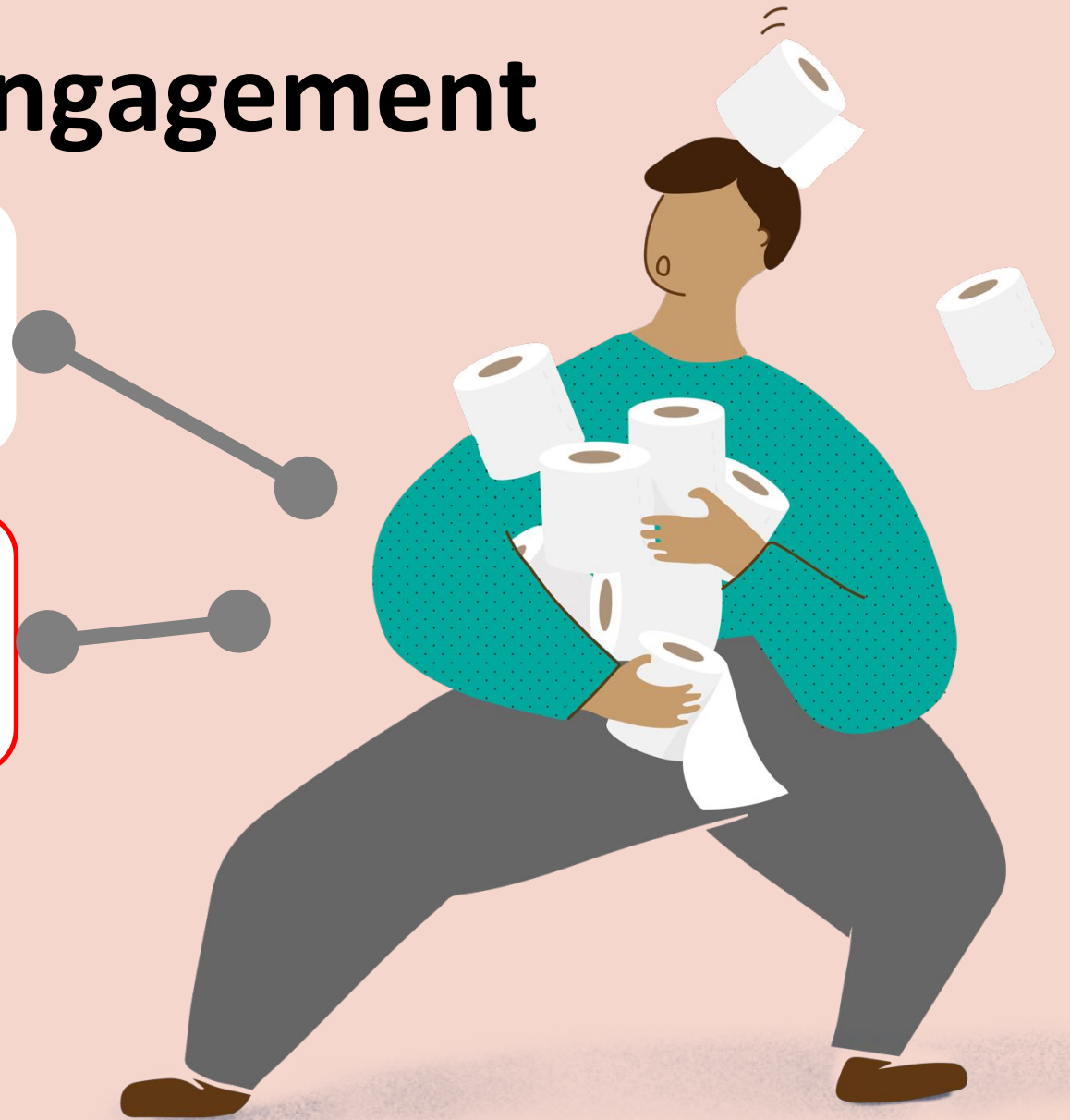
Feedback

- Informal /formal
- Comments
- Instructor/peer feedback
- External feedback
- Survey/poll

Strategies for More Engagement

(1) Lecture
MAPPING

(2) Lecture
DESIGN PATTERNS



What are **lecture design patterns**?

P1 – Captain HOOK

P2 – DEMO –
I DO, We DO, You DO

P3 – CaR –
Check and Review

P4 – PPE –
Present, Pause, Explain

P5 – MUDDY Points

P6 – WELLNESS Check

**Six (6) activity sequences
with an intentional instructional
purpose**

**To increase engagement
To shift passive -> active learning**

Lecture Design Patterns

P1 – Captain HOOK

P2 – DEMO –
I DO, We DO, You DO

P3 – CaR –
Check and Review

P4 – PPE –
Present, Pause, Explain

P5 – MUDDY Points

P6 – WELLNESS Check

90 Min
(async / sync)

Dialogue
Hook
10 min



Purpose

- Pose challenge [question, problem];
- Discuss [interesting, relevant, timely] + [event, news, story, case]
- Set the stage for the lesson

Instructions

Information

Practice

Dialogue

Feedback

Evidence

Lecture Design Patterns

P1 – Captain HOOK

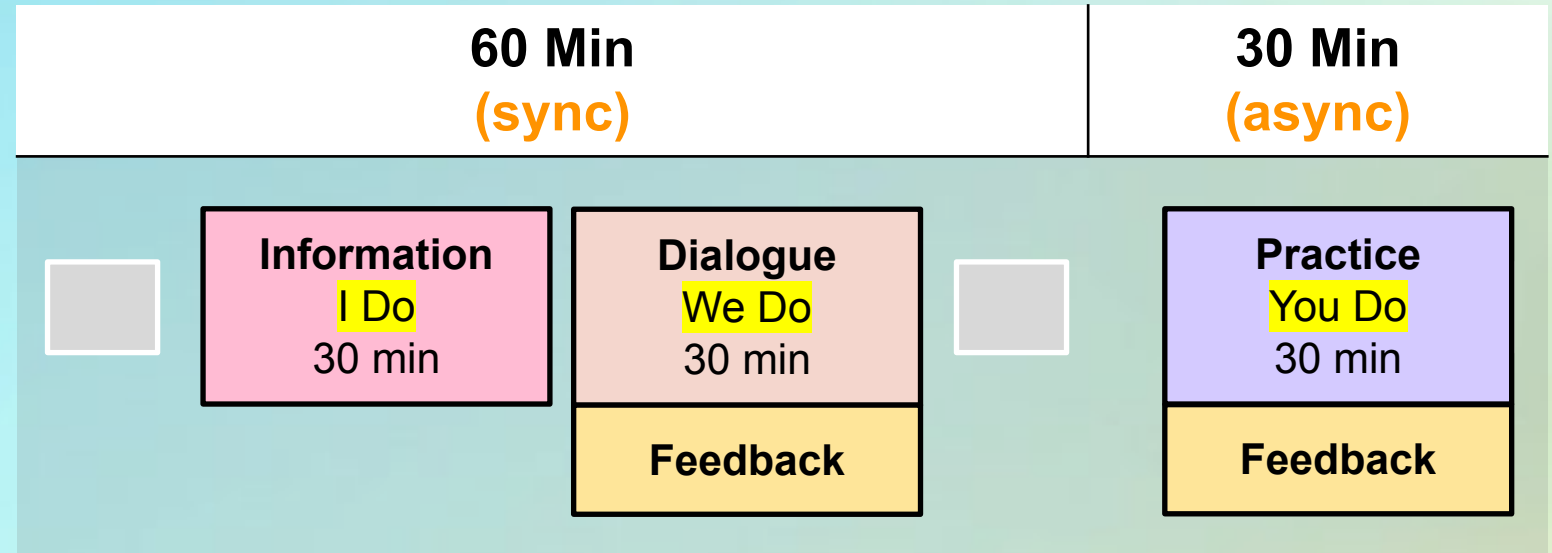
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Check and Review

P4 – PPE –
Present, Pause, Explain

P5 – MUDDY Points

P6 – WELLNESS Check



Purpose

- Guided demonstration, practice, problem solving
- Guided practice

Support

- Co-facilitators

Instructions

Information

Practice

Dialogue

Feedback

Evidence

Lecture Design Patterns

P1 – Captain HOOK

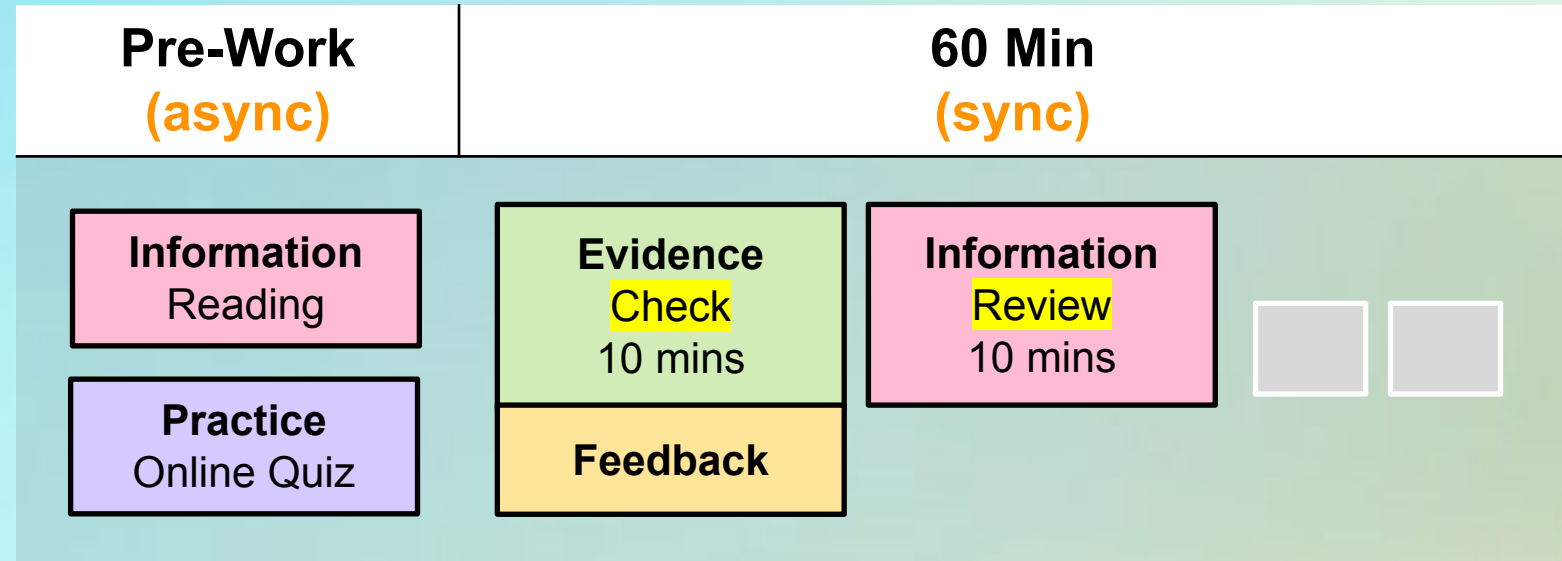
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Check and Review

P4 – PPE –
Present, Pause, Explain

P5 – MUDDY Points

P6 – WELLNESS Check



Purpose

- Gauge students knowledge/skills, misconceptions, mistakes
- Hold students accountable
- Elaborate knowledge

Tools: Online quiz, Polls

Instructions

Information

Practice

Dialogue

Feedback

Evidence

Lecture Design Patterns

P1 – Captain HOOK

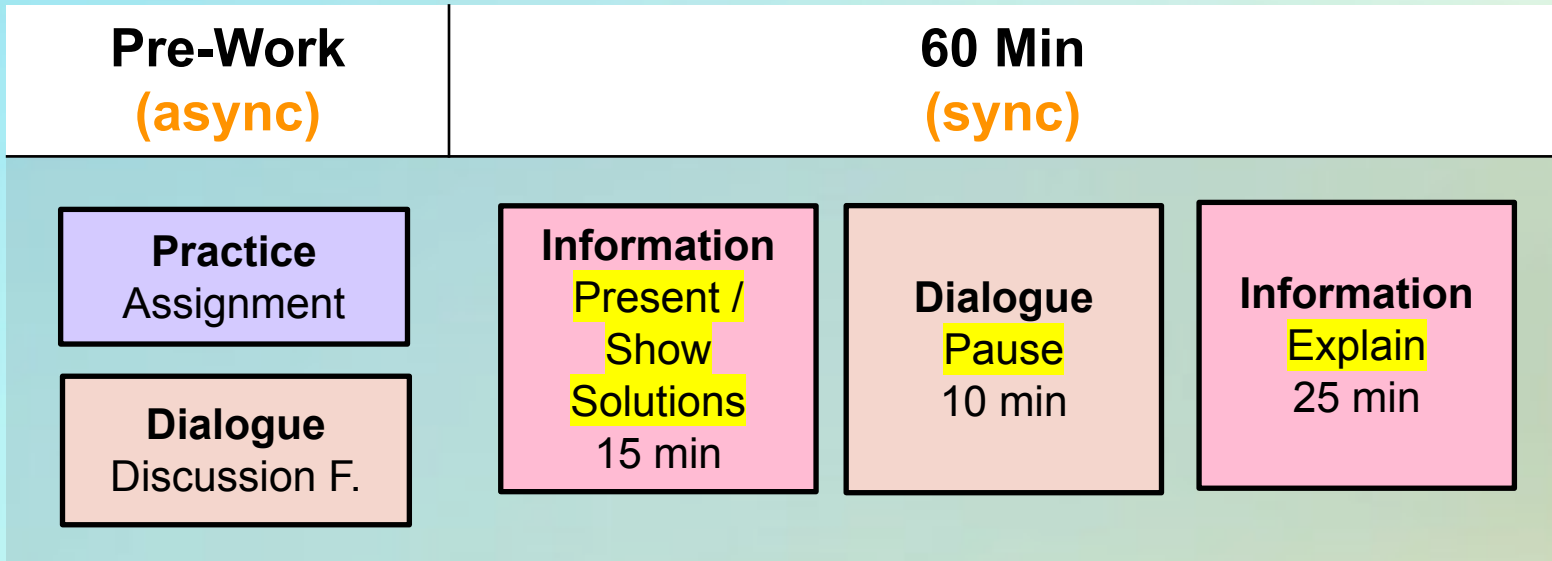
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Present, Pause, Explain

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Purpose

- Differentiate between good examples & non-examples
- Pausing - to process, take notes, ask questions
- Explain – whys, clarification

Support: Co-facilitation

Tools: Chat, Polls

Instructions

Information

Practice

Dialogue

Feedback

Evidence

Lecture Design Patterns

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Present, Pause, Explain

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P6 – WELLNESS Check

Pre-Lecture (async)	60 Min (sync)	Post-Lecture (async)
<div>Feedback Muddy Point</div>	<div></div> <div></div> <div></div>	<div>Feedback Muddy Point</div>

Purpose

- What did they learn
- What they don't understand
- What they would like to know more about

Tools: Padlet, Canvas Survey, Google Forms, Reflection Assignment

Instructions

Information

Practice

Dialogue

Feedback

Evidence

Lecture Design Patterns

P1 – Captain HOOK

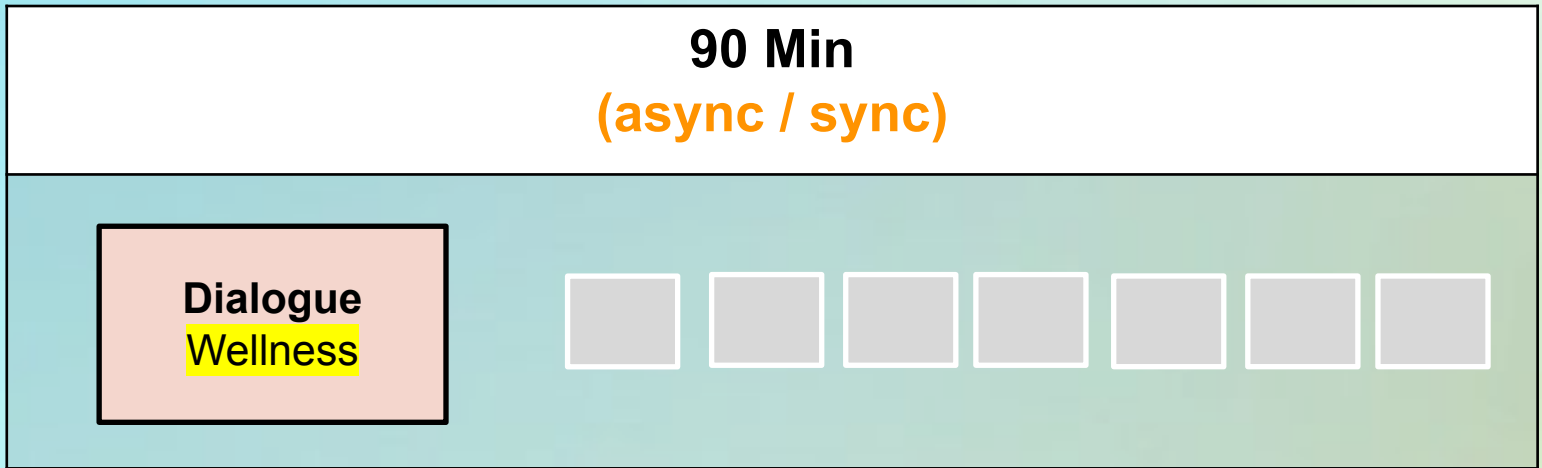
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P3 – CaR –
Check and Review

P4 – PPE –
Present, Pause, Explain

P5 – MUDDY Points

P6 – WELLNESS Check



Purpose

- First day of class / after the holidays
- Check how students are doing
- Concern / care for student's well-being, health
- Post-exam debrief

Tools: Padlet, YouTube, Meme (share screen), Discussion, Chat, Survey

Instructions

Information

Practice

Dialogue

Feedback

Evidence

Lecture Mapping

1

2

3

Sequence of Activities

Duration

Elements

Review last session

10 mins

Information

Lecture

30 mins

Information

Dialogue

Practice

Feedback

Activity

20 mins

Instructions

Practice

Feedback

Discussion

10 mins

Dialogue

Feedback

Q & A (buffer)

10 mins

Dialogue

Explain Homework

10 mins

Instructions

Instructions

Information

Practice

Dialogue

Feedback

Evidence